

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Currently Amended) A consecutive reading method for a computer game for reading field data from a storage device into a memory in a computer, the method comprising the steps of:

reading as a plurality of segments the field data to be resident in the memory and displayed on a monitor screen;

deleting some of the plurality of segment field data selected based on the player's position from the segments of field data resident in the memory in response to the player's position and reading new segment field data selected based on the player's position into the memory to replace the deleted plurality of the segment field data such that some of the plurality of segments of field data remain in the memory.

2. (Currently Amended) ~~[[A]]~~ The consecutive reading method for a computer game as recited in claim 1, wherein the field data comprises:

graphics data to be displayed on the monitor screen; and  
texture data accompanying the graphics data.

3. (Currently Amended) ~~[[A]]~~ The consecutive reading method for a computer game as recited in claim 1, wherein the field data is divided into units of a maximum size that can be read in one random access.

4. (Currently Amended) ~~[[A]]~~ The consecutive reading method for a computer game as recited in claim 1, wherein the segments comprise sector units equivalent to the smallest unit that can be read from the storage device.

5. (Currently Amended) A consecutive reading method for a computer game ~~as recited in claim 1, further~~ comprising the step of determining whether or not to display the field data by referencing a table stored in memory, the table comprising such data as the model number corresponding to the graphics region, the starting position of the sector in memory, the sector

length, the center position of the graphics model, and the radius of the graphics model.

6. (Currently Amended) A consecutive reading method for a computer game ~~as recited in claim 1, further~~ comprising the steps of:

predetermining a number of buffers for storing field data;

sorting field data to be displayed in the player's field of view in order from the point of observation; and discarding requests for displaying field data when the number of field data exceed the number of buffers.

7. (Currently Amended) [[A]] The recording medium for storing computer programs using the consecutive reading method recited in claim 1 and data read by the computer programs.

8. (New): The consecutive reading method of claim 1, wherein the player's position is based upon the segment.

9. (New): The consecutive reading method for a computer game as recited in claim 8, further comprising the step of determining whether or not to display the field data by referencing a table stored in memory, the table comprising such data as the model number corresponding to the graphics region, the starting position of the sector in memory, the sector length, the center position of the graphics model, and the radius of the graphics model.

10. (New): The consecutive reading method of claim 1, wherein the deleted segment field data is unnecessary any data.